Amendments to the Claims:

1 (currently amended): A computer-implemented method for binding data in a user interface (UI) script, comprising:

generating a tree structure that corresponds to the UI script; ~~wherein generating the tree structure includes~~

automatically determining whether the tree structure includes templates that were previously grafted and automatically removing any templates that were previously grafted to the tree such that templates that already include data from an external data source are removed from the tree[[;]] such that the tree structure is in a state where data binding has yet to occur; wherein the templates are removed before accessing a reference template;

accessing [[a]] the reference template;

cloning the reference template to create a cloned reference template while maintaining the reference template such that the reference template is available for subsequent iterations of binding data;

inserting the data into the cloned reference template;

grafting the cloned reference template into the tree structure after the data has been inserted into the cloned reference template; and

displaying a UI output according to the tree structure, whereby the UI output is dynamically updated with the data.

2 (previously presented): The computer-implemented method of claim 1, wherein the reference template includes a reference tag used to delineate components to which data binding is applied.

3 (previously presented): The computer-implemented method of claim 1, wherein cloning the reference template further comprises determining which portions of the tree structure correspond to a specified tag of the UI script.

4 (original): The computer-implemented method of claim 3, wherein the specified tag has an associated attribute for retrieving multiple records for display in the UI output as a list of records.

5 (original): The computer-implemented method of claim 3, wherein the specified tag has an associated attribute that specifies an interval for refreshing the data.

6 (original): The computer-implemented method of claim 1, wherein inserting the data further comprises retrieving the data from an external data source.

7 (original): The computer-implemented method of claim 6, wherein retrieving the data further comprises determining a location of the data according to a uniform resource locator (URL) within the UI script.

8 (original): The computer-implemented method of claim 6, wherein retrieving the data further comprises passing a uniform resource locator (URL) that identifies a location of the data to a communication library.

9 (original): The computer-implemented method of claim 1, wherein a state is associated with each portion of the tree structure in which data is inserted.

10 (original): The computer-implemented method of claim 9, wherein a first component is displayed in the UI when the state corresponds to a first state, and a second component is displayed in the UI when the state corresponds to a second state.

11 (currently amended): A computer-readable medium that includes computer-executable instructions for binding data to a user interface (UI) script, comprising:

generating a tree structure that corresponds to the UI script; ~~wherein generating the tree structure includes~~

automatically determining whether the tree structure includes templates that were previously grafted to the tree structure and automatically removing any templates that were previously grafted to the tree such that templates that already include bound data are removed from the tree; such that the tree structure is in a state where data binding has yet to occur; wherein the templates are removed before cloning a reference template;

cloning [[a]] the reference template to create a cloned reference template while maintaining the reference template for later use; wherein a portion of the reference template is associated with a portion of the UI script that includes a placeholder for data;

replacing the placeholder in the cloned reference template with the data;

grafting the cloned reference template into the tree structure; and

displaying a UI output according to the tree structure, whereby the UI output is dynamically updated with the data.

12 (original): The computer-readable medium of claim 11, wherein the tree structure and the UI script are logically equivalent.

13 (previously presented): The computer-readable medium of claim 11, wherein cloning the reference template further comprises determining which portions of the tree structure correspond to a specified tag of the UI script.

14 (original): The computer-readable medium of claim 13, wherein the specified tag has an associated attribute for retrieving multiple records for display in the UI output as a list of records.

15 (original): The computer-readable medium of claim 13, wherein the specified tag has an associated attribute that specifies an interval for refreshing the data.

16 (original): The computer-readable medium of claim 11, wherein replacing the placeholder further comprises retrieving the data from an external data source.

17 (original): The computer-readable medium of claim 16, wherein replacing the placeholder further comprises passing a uniform resource locator (URL) that identifies a location of the data to a communication library.

18 (original): The computer-readable medium of claim 11, wherein a state is associated with each portion of the tree structure in which a placeholder is present.

19 (original): The computer-readable medium of claim 18, wherein a first component is displayed in the UI when the state corresponds to a first state, and a second component is displayed in the UI when the state corresponds to a second state.

20 (currently amended): A system for binding data to a user interface (UI) script, comprising:

a target user interface device that includes a first application that is configured to:

generate a tree structure that corresponds to the UI script; ~~wherein generating the tree structure includes~~

automatically determining whether the tree structure includes cloned templates that were previously grafted to the tree structure and automatically removing any cloned templates that were previously grafted to the tree such that templates that already include data from a separate data source are removed from the tree; wherein the previously grafted cloned templates are removed from the tree structure before cloning a reference template;

cloning [[a]] the reference template to create a cloned reference template while maintaining the reference template;

insert the data into the cloned reference template;

graft the cloned reference template into the tree structure after the data has been inserted; and

display a UI output according to the tree structure, whereby the UI output is dynamically updated with the data.

21 (original): The system of claim 20, wherein the application is further configured to determine which portions of the tree structure correspond to a specified tag of the UI script.

22 (original): The system of claim 21, wherein the specified tag has an associated attribute for retrieving multiple records for display in the UI output as a list of records.

23 (original): The system of claim 21, wherein the specified tag has an associated attribute that specifies an interval for refreshing the data.

24 (original): The system of claim 20, wherein a state is associated with each portion of the tree structure in which data is inserted.

25 (original): The system of claim 24, wherein a first component is displayed in the UI when the state corresponds to a first state, and a second component is displayed in the UI when the state corresponds to a second state.